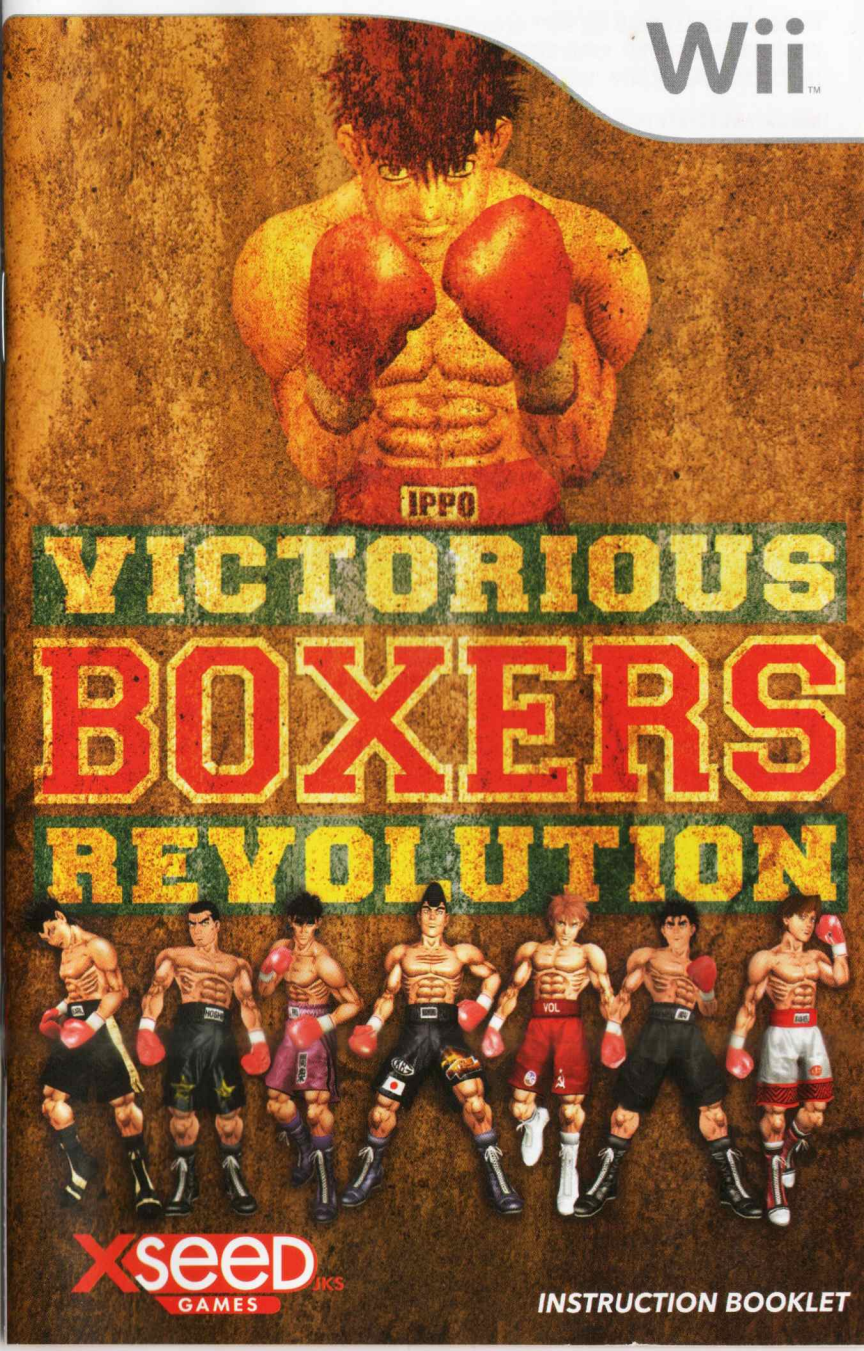
Wii™



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

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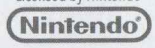

CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*

VICTORIOUS BOXERS REVOLUTION

Contents

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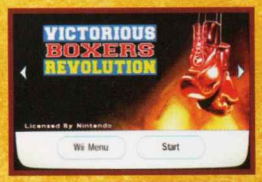
Starting the Game

1. Insert the "Victorious Boxers: Revolution" disc into the disc slot of the Wii. The power will turn on. The screen to the left will show up. Once you read the screen and understand it, press the A Button.

2. At the Wii Menu screen, point at the "Disc Drive Channel" with the Wii Remote and press the A Button.



3. The Wii Channel screen will be displayed. Point at "Start" and press the A Button.

4. The title screen will be displayed.

When playing in the Swing Mode or the Pointer Mode, leave ample space between you and the television. Make sure the wrist strap is securely on each player's wrist and that each player is away from other people and objects. You should leave enough space when playing with the Classic Controller as well.

Changing the Screen Size

To play the game at a 16:9 screen ratio, change the settings by following the steps below.

Wii Menu

1. At the Wii Menu, choose the Wii Options at the bottom left of the screen. The Wii Options screen will then be displayed.

Wii Options

2. Choose "Wii Settings," then "Screen," then "Widescreen Settings." The Widescreen Settings screen will now be displayed.

Widescreen Settings

3. Choose "Widescreen (16:9)."

Note: When you set your options to Widescreen (16:9), change your television settings to "full screen."

Saving the Game

This game automatically saves your progress, along with the settings and other information. When the screen indicates that the game is saving, do not touch the Power Button or RESET. In order to save, you will need 7 blocks free on the Wii.

The Story

Ippo Makunouchi is a good-hearted high school student with a strong work ethic. Clumsy and lacking confidence, he is often bullied after school until one day he is rescued by a passing jogger, Takamura, who's a member of a local boxing gym. After visiting and subsequently joining the Kamogawa Boxing Gym, Ippo quickly learns that he has tremendous power in his punches and the capacity to grow stronger both mentally and physically. In the process, he fights against countless rivals while trying to find the answer to the question, *"What does it mean to be strong?"*

Training at the Kamogawa Boxing Gym, Ippo conditions himself by sparring with his fellow gym mates in order to take on the Rookie Championship in the featherweight class and eventually the A-Class Tournament. His goal is to become the featherweight champion, but Ippo is also looking forward to fighting against his friend and boxing rival, Ichiro Miyata, ever since Miyata left the Kamogawa Boxing Gym in hopes of facing Ippo in the professional ring.

"Victorious Boxers: Revolution" is a boxing video game that closely follows the *"Hajime no Ippo"* manga running in Weekly Shonen Magazine. (The *"Hajime no Ippo"* anime is released by Geneon Entertainment as *"Fighting Spirit"* in the U.S. – www.geneonanimation.com) You can enjoy the world of *"Hajime no Ippo"* with the unique controls that can only be provided by the Wii.

IPPO MAKUNOUCHI

Ippo starts off as an unassuming high school student who repeatedly gets bullied at school. However, he enters the world of boxing and quickly learns of his natural abilities. His goal is to become the featherweight champion, but Ippo is also looking forward to fighting professionally against his friend and rival, Ichiro Miyata.

Special Moves:

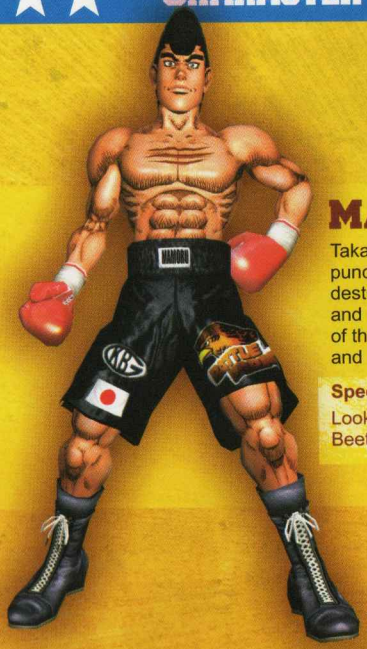
Joffre Uppercut
Cross-arm Block
Deadly Smash
Gazelle Punch
Dempsey Roll

ICHIRO MIYATA

Miyata is known as a "boxing prodigy" who excels at counterpunching. He used to train at the Kamogawa Boxing Gym, but left after losing a sparring match against Ippo and hopes to get a rematch in the professional ring. He has taken to fighting and training in Thailand to hone his skills to defeat Ippo. Miyata's brilliant footwork proves that he is truly a technical master of the sport of boxing.

Special Move:

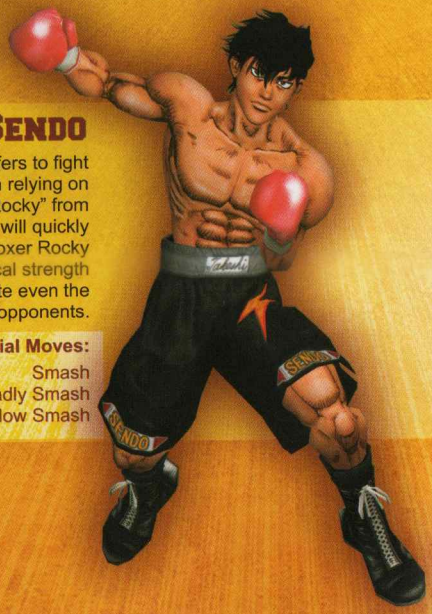
Jolt Blow



MAMORU TAKAMURA

Takamura is a monster of a fighter with extreme punching power and determination. He is equally destructive throwing punches from his left or right, and is undefeated as a professional boxer. He is one of the older boxers at the Kamogawa Boxing Gym and is both a mentor and a bully to the other boxers.

Special Moves:
Look Away
Beetle Uppercut



TAKESHI SENDO

Sendo is a gutsy boxer who prefers to fight his opponents head-on rather than relying on finesse, earning him the nickname "Rocky" from his hometown fans (which Sendo will quickly clarify is based on the legendary boxer Rocky Marciano, not the movie). His physical strength and aggressive style intimidate even the toughest of opponents.

Special Moves:
Smash
Deadly Smash
Ultra-low Smash

RYUHEI SAWAMURA

Sawamura is a skilled boxer with counterpunching abilities that rival those of even Miyata, but he is also quite the tactician in the ring. He often displays unusual behavior to psyche out his opponent during a match, though others say this is not a calculated move and he is simply on the verge of madness.

Special Moves:
Bullet
Lightning
Head Jerk

RYO MASHIBA

Mashiba often utilizes a "Hit Man" style stance, carrying his left hand low to maximize the speed and angle of his deadly, long reaching "Flicker Jab". He hungers for victory and has a tragic past that made him determined to become champion at all costs. Not a very social person, Mashiba is just as comfortable in a street fight as he is in a boxing ring.

Special Moves:
Chopping Right
Head Butt

VOLG ZANGIEF

Volg is an amateur boxing champion from Russia who now fights professionally to make a living. He is a textbook boxer with well-rounded skills and punching power that even rivals Ippo's. According to his trainer, his only weakness as a fighter is that he is too nice and feels compassion for his opponents.

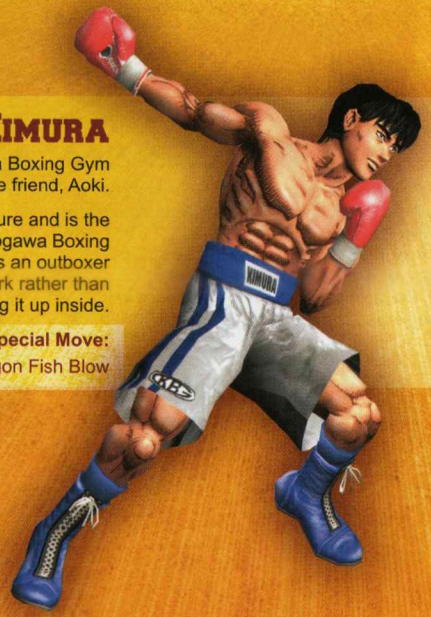
Special Move:
White Fang

TATSUYA KIMURA

Kimura joined the Kamogawa Boxing Gym together with his longtime friend, Aoki.

He always maintains his composure and is the most mature among the Kamogawa Boxing Gym boxers. Unlike Aoki, he is an outboxer who prefers to use his footwork rather than mixing it up inside.

Special Move:
Dragon Fish Blow



MASARU AOKI

Aoki joined the Kamogawa Boxing Gym with Kimura years before Ippo arrived.

He is a close-range fighter with a somewhat unorthodox style, making up new punches mid-match when necessary, but his funky style is part of his charm.

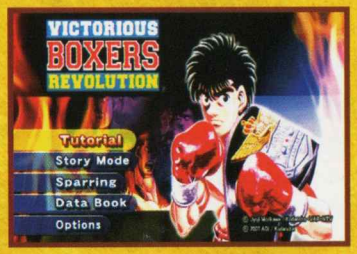
Aoki doesn't have a single prominent attribute like Ippo or Itagaki, but he has power and is unpredictable when cornered, which makes him capable of miraculous come-from-behind victories.

Special Moves:
Frog Punch
Double Punch
Look Away
Play Dead

MANABU ITAGAKI

Itagaki is Ippo's protégé at the Kamogawa Boxing Gym. He is an amazingly talented boxer who is most effective when outboxing and using swift combination movements to keep his opponent from getting near him.

Special Move:
Lock On



When the Wii recognizes the Wii Remote or the Classic Controller, the title screen will be displayed. If you press the A Button at the title screen, the game menu will appear.

Tutorial	Practice movements and attacks according to the different control options. You can also practice special moves.
Story Mode	This is the mode where the storyline unfolds.
Sparring	Play only the matches you select. Use another Wii Remote to play against a friend.
Data Book	See various stats compiled from all previous fights and play modes.
Options	Change the settings for various sounds in the game.

TUTORIAL

In the Tutorial, you can practice movements and attacks and sample the different control modes.

CONTROL OPTIONS

You have 5 different control options in this game (see pages 14-21). Select the control option you would like to use in your fight.

Note: The control options cannot be changed during a match.

STORY MODE

This is the mode where you follow the story of Ippo Makunouchi as he fights his way to the top of the professional boxing ranks. You can progress through Story Mode by winning matches.

SPARRING

In this mode, you can play matches of your choosing. Use another Wii Remote to play against a friend. When you play against another player, the screen will split in two. Control options and the screen layout is the same as in Story Mode.

DATA BOOK

Check your match length and deciding rounds from the Story Mode and Sparring.

OPTIONS

Here you can change the following settings:

MOVIES SCENES

Select OFF to skip the introductory scenes before a match in the Story Mode.

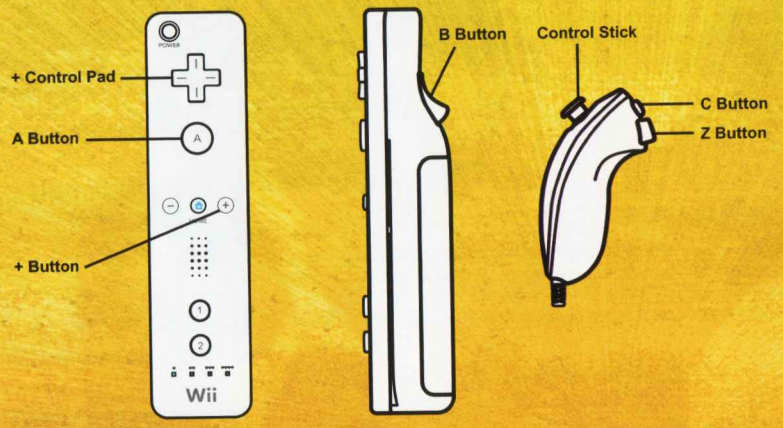
IN-FIGHT EFFECTS

Select OFF to turn off effects such as the impact from counters.

SOUND SETTINGS

Change the settings for the master volume and the voices during matches. If you select DEFAULT, you will revert back to the default settings.

When you choose Swing Mode 1, you will use both the Wii Remote and the Nunchuk to punch. You will move by tilting the Wii Remote and the Nunchuk.



A Button	Confirm a selection Press A and swing the Wii Remote when the special move gauge is full to execute a special move **Note:** You will learn more special moves as the game progresses
B Button	Cancel a selection Press while moving forward to duck Press while moving backward to sway Press with the Z Button to guard Press B and swing the Wii Remote when the special move gauge is full to execute a special move
C Button	Press when the special move gauge is full to execute a special move
Z Button	Press while moving forward to duck Press while moving backward to sway Press with the B Button to guard Press Z and swing the Nunchuk when the special move gauge is full to execute a special move
Control Stick	Not used
+ Control Pad	Select options (You can also select with the pointer)
+ Button	Display the Pause Menu: **Special Move** Select to see how to perform your character's special moves **Cancel match** Return to the Menu Screen (The data for the match will not be saved) **Return to match** Resume the match

MOVING AND OTHER SPECIAL MOVEMENTS

MOVE BY TILTING THE WII REMOTE AND THE NUNCHUK FORWARD, BACKWARD, LEFT, OR RIGHT.

When you punch or execute a special move, it will follow the opponent automatically to some degree, but you should try to move so that your opponent is in front of you. Special movements such as ducking and swaying are possible when you press the B Button or Z Button while you tilt the Wii Remote and Nunchuk.

ATTACKING AND GUARDING

Punching corresponds to the movements of the Wii Remote and Nunchuk. Guard by pressing the B Button and the Z Button simultaneously.

SPECIAL MOVES

The player image on the top of the screen shows the tension of the player. When a punch or a counter succeeds, the fire in the background starts to burn. When the fire reaches its peak, you can execute a special move unique to the character being used.

YOU WILL BE ABLE TO USE DIFFERENT SPECIAL MOVES AS THE GAME PROGRESSES.

Execute a special move by pressing the A Button or B Button and swinging the Wii Remote, or by pressing the C Button or Z Button and swinging the Nunchuk. You can confirm how to perform special moves in the Tutorial. A listing of the available special moves can be accessed from the Pause Menu during a bout.

Control Options: Swing Mode 2

Using Swing Mode 2, you will use both the Wii Remote and the Nunchuk to punch. The Control Stick and the buttons on the Nunchuk are used for movements.

Control Stick	Move the character
A Button	Confirm a selection Press and swing the Wii Remote when the special move gauge is full to execute a special move **Note: You will learn more special moves as the game progresses**
B Button	Cancel a selection Press while moving forward to duck Press while moving backward to sway Press with the Z Button to guard Press and swing the Wii Remote when the special move gauge is full to execute a special move
C Button	Press and swing the Nunchuk when the special move gauge is full to execute a special move
Z Button	Press while moving forward to duck Press while moving backward to sway Press simultaneously with the B Button to guard Press Z and swing the Nunchuk when the special move gauge is full to execute a special move
+ Control Pad	Select options (You can also select with the pointer)
+ Button	Display the Pause Menu: **Special Move** Select to see how to perform your character's special moves **Cancel match** Return to the Menu Screen (The data for the match will not be saved) **Return to match** Resume the match

Moving and Other Special Movements

You will move by using the Control Stick on the Nunchuk.

Special movements such as ducking and swaying are possible when you press the B Button or Z Button while you move the Control Stick.

Attacking and Guarding

Punching corresponds to the movements of the Wii Remote and Nunchuk. Guard by pressing the B Button and Z Button simultaneously.

Special Moves

The player image on the top of the screen shows the tension of the player. When a punch or a counter succeeds, the fire in the background starts to burn. When the fire reaches its peak, you can execute a special move unique to the character being used.

You will be able to use different special moves as the game progresses.

Execute special moves by pressing the A Button or B Button and swinging the Wii Remote, or by pressing the C Button or Z Button and swinging the Nunchuk. You can confirm how to perform special moves in the Tutorial, and a listing of the available special moves can be accessed from the Pause Menu during a bout.

Control Options: Pointer Mode 1

When you choose Pointer Mode 1, you will use the Wii Remote to move and punch. In this mode you will only use the Nunchuk by pressing the C Button to guard.

A Button	Confirm a selection.
Attack	Attack by moving the pointer. Move the pointer to where you want to attack while pressing the A Button to attack in the path of the pointer. If you swing the Wii Remote a certain way while pressing the A Button when the special move gauge is full, you can execute a special move **Note: You will learn more special moves as the game progresses**
B Button	Cancel a selection
Attack.	Attack by moving the pointer. Move the pointer to where you want to attack while pressing the B Button to attack in the path of the pointer. Swing the Wii Remote a certain way while pressing the B Button when the special move gauge is full to execute a special move
C Button	Guard
+ Control Pad	Select options Guard
+ Button	Display the Pause Menu: **Special Move** Select to see how to perform your character's special moves **Cancel match** Return to the Menu Screen (The data for the match will not be saved) **Return to match** Resume the match

Moving and Other Special Movements

Move by moving the pointer. Your character will adjust to face your opponent.

Special movements such as ducking and swaying are possible by moving the pointer quickly.

Attacking and Guarding

Punch by pressing the A Button or B Button, and the attack path will follow the Wii Remote's movement. Press the C Button to guard.

Special Moves

The player image on the top of the screen shows the tension of the player. When a punch or a counter succeeds, the fire in the background starts to burn. When the fire reaches its peak, you can execute a special move unique to the character being used.

You will learn more special moves as the game progresses.

Execute special moves by pressing the A Button or B Button while you move the pointer in a specific pattern. You can confirm how to perform special moves in the Tutorial, and a listing of the available special moves can be accessed from the Pause Menu during a bout.

Control Options: Pointer Mode 2

When you choose Pointer Mode 2, you will use the Wii Remote to punch and the control stick on the Nunchuk to move.

Move by using the Control Stick and buttons.

Control Stick	Move the character
A Button	Confirm a selection
Attack	Punch by moving the pointer. Move the pointer to where you want to attack while pressing the A Button to attack in the path of the pointer. Swing the Wii Remote a certain way while pressing the A Button when the special move gauge is full to execute a special move Note: You will learn more special moves as the game progresses
B Button	Cancel a selection
Attack	Punch by moving the pointer. Move the pointer to where you want to attack while pressing the B Button to attack in the path of the pointer. Swing the Wii Remote a certain way while pressing the B Button when the special move gauge is full to execute a special move
C Button	Guard
Z Button	Press while moving forward to duck. Press while moving backward to sway
+ Control Pad	Select options (You can use the pointer to select as well)
+ Button	Display the Pause Menu: **Special Move** Select to see how to perform your character's special moves **Cancel match** Return to the Menu Screen (The data for the match will not be saved) **Return to match** Resume the match

Moving and Other Special Movements

Move by using the Control Stick on the Nunchuk.

Special movements such as ducking and swaying are possible when you press the Z Button while moving the Control Stick.

Attacking and Guarding

Punching corresponds to the movements of the Wii Remote and the Nunchuk. Guard by pressing the C Button.

Special Moves

The player image on the top of the screen shows the tension of the player. When a punch or a counter succeeds, the fire in the background starts to burn. When the fire reaches its peak, you can execute a special move unique to the character being used.

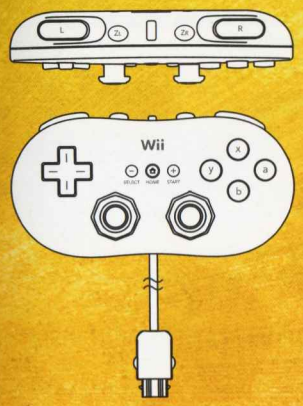
Execute special moves by pressing the A Button or B Button while you move the pointer in a specific pattern.

You will learn more special moves as the game progresses.

You can confirm how to perform special moves in the Tutorial, and a listing of the available special moves can be accessed from the Pause Menu during a bout.

Control Options: Classic Controller

Allows you to play using the Classic Controller (sold separately). This control option will not be available in the Tutorial section.



L Stick	Select options. Move character
A Button	Confirm a selection Punch: Right hook
B Button	Punch: Left hook
X Button	Punch: Right straight
Y Button	Punch: Jab (left)
L Button	Move while pressing the L Stick to duck or sway
R Button	Press with the X Button or A Button to do a right uppercut. Press with the Y Button or B Button to do a left uppercut
Z Button	Guard. You will learn more special moves as the game progresses
+ Control Pad	Select options
+ Button	Display the Pause Menu: **Special Move** Select to see how to perform your character's special moves **Cancel match** Return to the Menu Screen (The data for the match will not be saved) **Return to match** Resume the match

Moving and Other Special Movements

Move by using the L Stick.

Special movements such as ducking and swaying are possible when you press the ZL Button while moving the L Stick.

Attacking and Guarding

Punch by using the respective buttons. Unlike the other control options, the character's punches will not automatically aim for opponents even when they are off-center, so it must be done manually.

Guard by pressing the B Button.

Special Moves

The player image on the top of the screen shows the tension of the player. When a punch or a counter succeeds, the fire in the background starts to burn. When the fire reaches its peak, you can execute a special move unique to the character being used.

You will learn more special moves as the game progresses.

A listing of the available special moves can be accessed from the Pause Menu during a bout.

For **Victorious Boxers: Revolution** we consulted with a wide range of users from non-gamers to professional boxers to find the most suitable control adjustments with the following two points in mind:

1. Controls that respond to even a pro boxer's punch speed.
2. Even when the user throws an off-target punch, it will auto correct and still hit the opponent.

With these two criteria in mind, the game was created so that anyone would be able to experience the speed and tempo of a professional bout even if they've never played any type of boxing game before.

The following are some tips on how to throw effective punches:

SWING MODE

Stance:

Stand approximately 5 feet away from the TV, facing it. Hold the Wii Remote in your right hand and the Nunchuk in your left hand. Place the wrist strap securely on your wrist. Hold the Nunchuk vertically in front of your body.

When assuming a boxing stance, face towards the TV with one foot and fist out in front of you.

Punch: Jab

A jab is one of the four main punches used in boxing. The jab is used to get your opponent off his rhythm and it is useful in setting up your own combinations.

Correct: Relax your left hand (holding Nunchuk), and lightly snap it forward. Watch your character's hands and rhythm. Think of tightening your grip to "catch" something in front of you rather than "swinging."

Incorrect: Putting too much force into the punch and causing the Nunchuk to shake. Though it may seem/feel like you're throwing a straight forward punch, your character may end up throwing a hook or upper cut.

For all types of punches: If you miss hitting your opponent you won't be able to perform another move until that punch movement is complete. Continuing to swing the controllers while the character hasn't finished his punch yet may make the controls appear to be out of synch.

If your punch hits the opponent you'll be able to perform your next punch quickly, so the more punches you land, the better combos you can execute.

Punch: Straight (aka Cross)

Correct: Punch out straight towards the TV screen with your right hand (holding Wii Remote). The important thing is to watch your character's movement. Your character will not react to other moves and punches until he completes his previous movement. It's important to watch the on-screen movement and punch with the character's motion.

Incorrect: Putting too much force into the punch and causing the Nunchuk to shake.

Punch: Hook

Correct: Though it may be difficult to swing the controller without any sudden movements, relax your body and swing the controller from front to across the body in one swift motion (imagine catching something with a net). It's also important to have your elbow at 90 degrees.

Incorrect: Do not abruptly swing the controller or the gyroscope within the controller may react to that movement, causing the character to perform a different action than the one you intended to do.

Punch: Upper Cut

Correct: In the beginning it's best to turn the controller sideways with the back of your hand facing down and bringing the controller straight up with your arm. Your elbow should be bent at a 90 degree angle.

Incorrect: Do not swing the controller excessively.

FOR SWING MODE 1

One of the ways to simulate a real-life boxing experience is to bring the controllers to your forehead and move your body to simulate the body motions of a real boxer.

VICTORIOUS BOXERS: REVOLUTION

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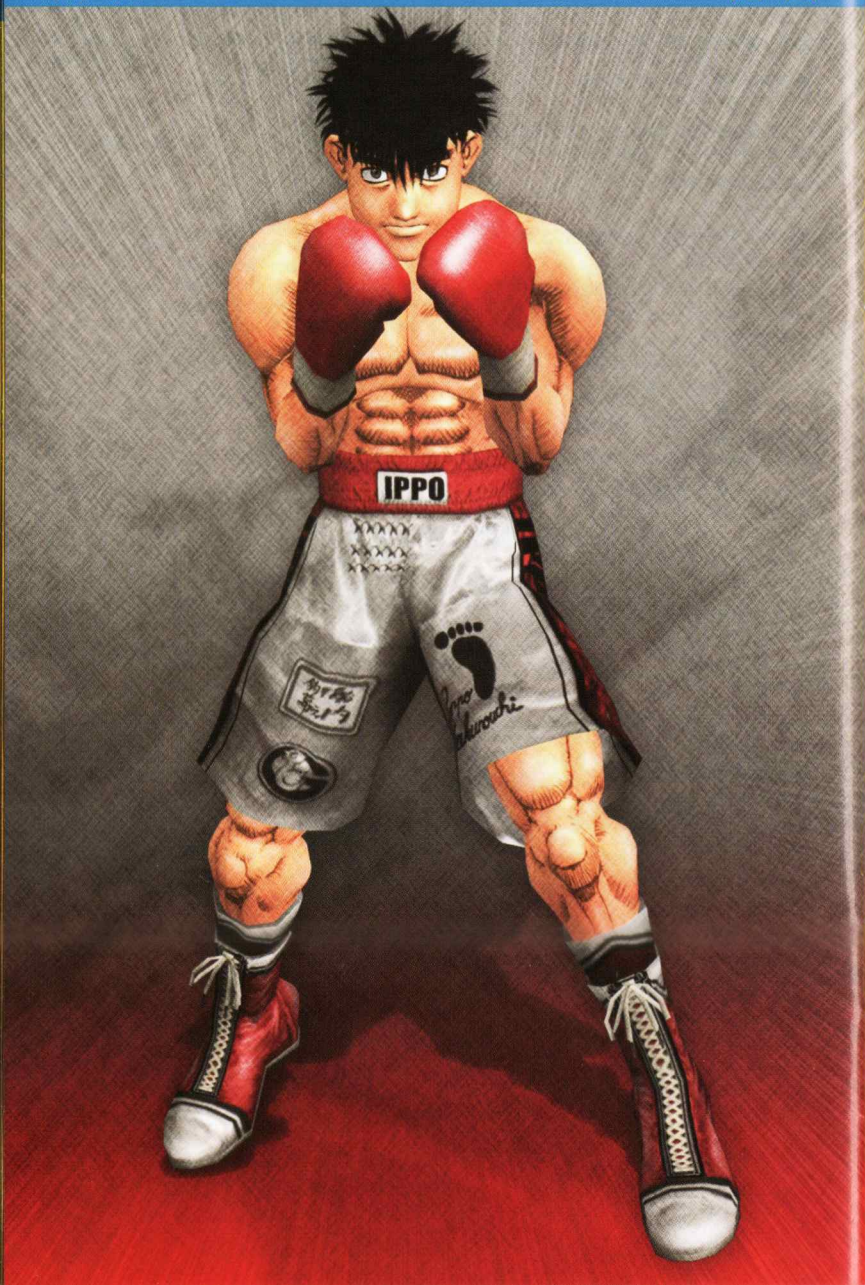

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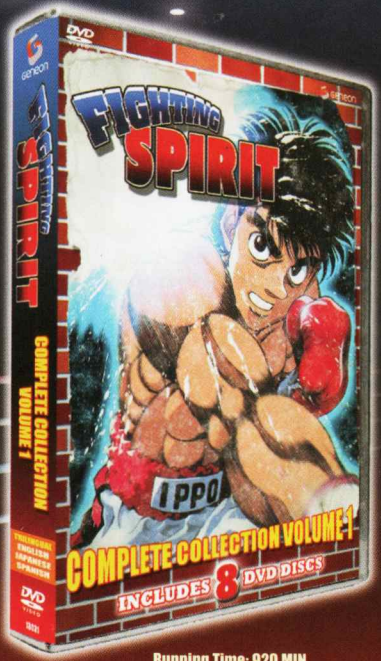

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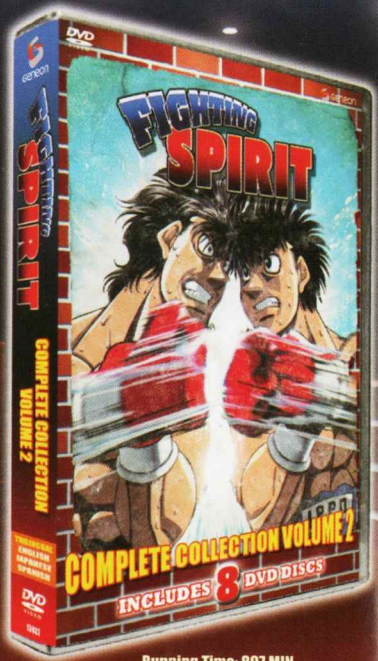

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